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EA SPORTS™ ELECTRONIC ARTS PRESENTS

JOHN MADDEN FOOTBALL '93™

John Madden

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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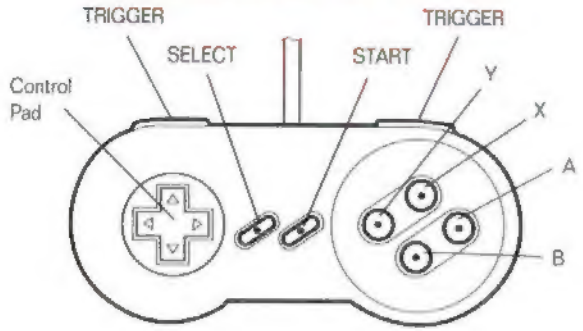
CONTROLLING THE GAME



Summary of Commands

KICK-OFF

X	Y	B	A	Trigger
	w/Audible calls normal kick formation.	Kickoff and activate defender nearest to ball.	Call Audible. w/Audible calls onside kick formation.	

OFFENSE—BEFORE THE SNAP (For Hurry-Offense, press X after whistle blows.)

X	Y	B	A	Trigger
Fake snap.		Hike ball. Changes active player in Teammates mode w/ Control 2.	Call Audible.	

OFFENSIVE AUDIBLES

X	Y	B	A	Trigger
Cancel Audible.	Running play.	Trick play.	Anti-blitz play.	

OFFENSE—AFTER THE SNAP

RUNNING

X	Y	B	A	Trigger
Hurdle.	Dive.	"Umph" break tackle.	Spin.	

PASSING

X	Y	B	A	Trigger
Pass to receiver in window B.	Pass to receiver in window Y.	Show passing windows. Pass to receiver in window B.	Pass to receiver in window A.	

RECEIVING/RUNNING

X	Y	B	A	Trigger
Reach for catch.	Dive.	"Umph" break tackle.	Spin.	

DEFENSE—BEFORE THE SNAP

X	Y	B	A	Trigger
Activate defender right/left.		Activate defender left/right.	Call Audible.	Line Surge.

DEFENSIVE AUDIBLES

X	Y	B	A	Trigger
Cancel audible.	Stunt.	Blitz.	Defend against the run.	

DEFENSE—AFTER THE SNAP

X	Y	B	A	Trigger
Reach.	Dive.	Activate defender nearest to ball.	Power tackle.	

Start—Pause game
Select—Instant Replay

Player Identification Marker

ONE PLAYER — Red before snap on offense, Yellow for ball-carrier, Red on defense.

TWO PLAYERS — Player One: Red before the snap on offense, Yellow for ball-carrier, Red on defense. Player Two: Blue before the snap on offense, Yellow for ball-carrier, Blue on defense.

TEAMMATES — Player One: Red. Player Two: Blue. Ball-carrier: Yellow.

STARTING THE GAME

1. Flip OFF the power switch on your Super NES™.

   WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into the port labeled 1 on the Control Deck.

   If you're playing against a friend, plug the other Controller into the port labeled 2.

3. Insert the Game Pak into the slot on the Super NES™. Press firmly to lock the Game Pak in place.

4. Turn ON the power switch.

   The Electronic Arts® Sports intro will begin. If you don't see it, begin again at step 1.

5. When Coach Madden's picture appears, press START to see the credits and START again to bring up the *Game Set-Up* screen.

SETTING UP THE GAME

You need to use the *Game Set-Up* screen every time you play. First select the kind of contest you wish to have.

Press the Control Pad **up/down** to select options and **left/right** to change the options.

GAME MODES

Regular Season	Play Clock enforced
Pre-Season	Play Clock not enforced
New Playoffs	Tournament vs. computer
Cont Playoffs	Tournament/password required
Sudden Death	First score wins game
New All-Time Greats	Tournament vs. computer
Cont All-time Greats	Tournament/password required

PLAYER MODES

1P (Home or Visitor)	One player vs. the computer
2P (Head-to-Head)	Two players head-to-head
2P Teammates	Two players vs. the computer (see page 2 for control instructions)
Demo	The computer vs. itself

TEAMS

Team One is the Home Team and **Team Two** is the Visiting team. If you're playing in One-Player Mode, in Regular Season, Pre-Season, and Sudden Death modes, you can control either the Home or Visiting team. In Two-Player Head to Head Mode, the player with Controller 1 is the Home Team.

QUARTER LENGTH

The game clock runs about twice as fast as a normal clock.

FIELD TYPE

The weather can come into play on an open stadium, but not in a domed stadium. The players tend to have better traction on artificial turf than on natural grass.

Open/Turf	Open stadium with artificial turf
Dome/Turf	Domed stadium with artificial turf
Open /Grass	Open stadium with natural grass

WEATHER

The weather is always listed as fair in a domed stadium.

Fair	Chance of light to moderate wind
Wind	Strong winds
Rain	Less traction on grass than on turf
Snow	Affects both surfaces equally

Press **Start** to begin play. If you don't press **Start**, the demo will begin automatically. Press **Start** to end the demo.

GETTING ON THE BALL

Team Comparison Screen

When you exit the *Game Set-Up* screen, the *Team Comparison* screen comes up. Here both teams are compared in nine major areas. One of the teams will have at least one, and no more than two, check marks at every position. Below are three ways teams can compare to each other.

Team A **Team B**
√

Team A is somewhat stronger than team B is this area.

Team A **Team B**
√ √

Both teams are relatively equal in this area.

Team A **Team B**
√√

Team A is much stronger than Team B in this area.

Use this screen to determine just how easy or difficult your game will be. If you want the maximum challenge, choose one of the poorer teams and go up against one of the All Star, or Legendary teams. If you want an easy contest, play a strong team against an easy team.

Coin Toss/Wind

Before the referee can start the game, the coin must be tossed and the loser must choose which goal his team will defend in the first half. The direction of the wind usually has a bearing on which goal is chosen. As prompted by the screen, **Press Y for heads or A for tails.**

If you win the toss, you must choose whether to kickoff or to receive the kickoff. **Press Y to kick or A to receive.** If you lose the coin toss, the computer's team captain decides who

will kickoff, and then you decide which goal your team will defend in the first half.

Look at the wind indicator to see which direction (if any) the wind is blowing. One arrow means a light wind, two arrows a moderate wind, and three arrows a strong wind. Make sure to note which goal the wind is blowing toward, and remember that the wind blows with the same force and in the same direction for the entire game. **Press Y to defend the home team's goal or A to defend the visiting team's goal.**

The kickoff play begins automatically.

Receiving the Kick/Player Control

If you're receiving the kick, your return man automatically catches the ball. If the return man catches the ball in the end zone he will remain in place until you run him out. If you do not run him out, the referee will signal a touchback. If the return man catches the ball in front of the endzone he will automatically move up-field. You can take over any time you wish by pressing on the control pad.

Press the Control Pad in the direction you want the player with the star to move on the screen.

Kicking

The following kicking instructions apply to kickoffs, punts, and field goals.

Press B to snap the ball and start the diamond on the strength meter moving upward. **Press B again** to stop the diamond and strike the ball. The closer to the top of the meter the diamond is when you stop it, the farther the ball will travel.

Press Control Pad left/right to aim the kick after you press B the first time, but before you strike the ball.

Onside Kick

Press A twice to set up the onside kick formation.
Press B to start the kick meter arrow.
Press B again immediately while pressing the Control Pad to the right.

There is a slim chance that your team will recover the ball.

OFFENSIVE COORDINATION

John Madden Football '93 allows you the choice to control a play from the moment the ball is snapped till the referees blow it dead, or to simply call a play and watch it unfold. But before you can call a play, you have to select a set and a formation. The selection in the B window is Madden's choice.

Press control pad left/right to toggle through sets, formations, and plays. Press Y, B, or A to choose the set, formation, or play in the corresponding box.

NOTE *You can change your mind before you call a play by pressing* ***Control Pad Up****. This will take you to the set or formation selections. To change a play after you have selected a play, you must burn a timeout. (****Press Start and then press A.****)*

Offensive Sets

Besides the two special teams sets, there are four offensive sets: normal, hands, fast, and big.

Normal	Two wide outs, a tight end, a half back and a fullback—the standard package.
Hands	Your best receivers, including two running backs.
Fast	Your four fastest wide outs, and your fastest running back.
Big	Your biggest, toughest guys.

Offensive Formations

A 'Formation' is a particular arrangement of the players on the field. There is a limited number of plays any given formation can run.

Pro-Form	The halfback and fullback line up next to each other behind the quarterback.
Shotgun	A good passing formation. The quarterback doesn't have to drop back to pass because he takes the snap five yards behind the line.
Run & Shoot	Most often a passing formation, since the quarterback receives the ball five yards behind the line of scrimmage.
Goal Line	Use this when you need only a few yards.
Far/ Near	This indicates where the halfback lines up—*far* from the strong side of the line, or *near* it. The strong side is the side with the Tight End.

Offensive Plays

Beneath the name of each play is the diagram for that play. Running and passing routes appear in bold white, while blocking and decoy assignments appear in gray.

Offensive Audibles/Fake Snap

A **fake snap** might draw the defense offsides.	**Press X**
The **snap** starts the play.	**Press B**
An **audible** changes the play at the line.	**Press A**
(See the poster for diagrams of audibles.)	
Cancel Audible	**Press X**
Running Play	**Press Y**
Anti-Blitz Play	**Press B**
Trick Play	**Press A**

Running

The handoff on a running play is automatic. You take control after the handoff. The star symbol marks the ball carrier, and his jersey number appears so you know who he is. Use the Control Pad and the action buttons to move the ball carrier through the defense, or watch the computer execute the play you just called.

Hurdle	**Press X**
Dive	**Press Y**
Break tackle	**Press B**
Spin	**Press A**

Passing

There are three receivers for every passing play, corresponding to the **Y**, **B**, and **A** buttons. (The **X** button will throw to the **B** receiver.)

After you snap the ball, wait for the passing windows to pop up before you press any buttons or the Control Pad. You can let the computer execute the play, or you can press the button that matches the window of the intended receiver. If you move the quarterback out of the pocket or off his designed roll-out by pressing the Control Pad in any direction, the computer will no longer execute the play. Then it's up to you to choose a receiver and pass the ball.

Once the ball is in the air, the passing windows disappear. The target spot where the ball is headed appears on the field as a yellow, circled cross. Use your Control Pad to guide the intended receiver to the spot if he's not already there. Also, you can **press X** to raise the receivers hands. This increases the chance of catching the ball.

Reach for the ball **Press X**

(This increases the odds of catching the ball.)

Broken Passing Plays

If you press the Control Pad (i.e., take control of the quarterback) before the passing windows pop up, the passing windows will not pop up automatically.

Show passing windows **Press B**

Hurry-Up Offense

At the end of a play you can go straight to the line with the same set and formation.

Hurry-Up offense **Press X**

DEFENSIVE COORDINATION

As with the offense, the computer will control the defense if you wish. If fact, you don't even have to call your own formations, sets and plays. The option in the B window is "Madden's choice" and the computer will select it automatically if you don't press any buttons.

After calling a defensive play, you can select the man you want to control by pressing the **B** or **X** button until the star appears under that player.

The most important command to know on defense is the B button, which switches your control to the defensive player closest to the ball carrier. Move your defender with the Control Pad.

Defensive Formations

Goal line	Good for shutting down short running plays.
4-3	Four down linemen with three linebackers. Good for short and medium zone pass coverage and a basic run defense.
3-4	Three down linemen and four linebackers. Now the most popular defensive formation in the pros, it shuts down the short to medium pass and contains the run.
Nickel	Employs a fifth (nickel) defensive back for passing situations.
Dime	Employs a sixth defensive back when the defensive is willing to gamble everything that the offense will pass the pigskin.
Special teams	Used against punts and field goals.

Defensive Sets

Attack	Best used against the run, this set emphasizes containment. While it allows the short run up the middle, it tries to keep the back from turning the corner.
Read	This set provides balanced coverage against both the run and the pass, though it excels at neither.
Cover	This set is best used against the pass, with either man-to-man or zone coverage.

Defensive Plays

Beneath the name of each play appears a diagram of that play. The pass rushing assignments appear as yellow arrows, while the pass defense assignments appear as white lines.

GAME STATS

At half time and the end of the game the Scoring Summary appears. Press the Control Pad up/down to scroll through the Scoring Summary. For game statistics, Press B. For player statistics, **Press Y for visitor and X for home.**

PENALTY OVERTURN

Available only in Head-To-Head mode.

Penalties are called at the discretion of the officials. If a penalty goes against you, you may review it and overturn it by pressing **Select** to go to *Instant Replay*. Use the *Instant Replay Controls* to review the play, then press **Select** again. You are offered the chance to overturn the call, or you may let the play stand. You can overturn only one call per game.

PAUSE/TIMEOUTS

Press **Start** to pause the game. With the game paused, you can call a timeout by pressing **A**, as long as you have at least one timeout remaining. Each team is allowed 3 per half. If you do not wish to call a timeout, press **Start** again to resume play.

INSTANT REPLAY

Press **Select** to replay the last down. Follow the VCR-like control instructions in the left corner of the screen to operate the replay camera.

Press X: Slow Motion
Press Y: Rewind
Press B: Replay at Normal Speed
Press A: Fast Forward

If you wish to isolate a particular player, use the Control Pad to position the white highlight box on that player. That player's number will appear beneath him, and he will be centered on the screen.

SAVING/RESTORING PLAYOFFS

At the end of your playoff game, you'll see a screen showing an updated playoff tree. An eight digit number appears in the middle of the screen. Copy this number down on a piece of paper. It will be your password.

To return to those playoffs, choose *Cont Playoffs* or *Cont All-Time Greats* from the *Game Set-Up* screen. The *Password Screen* will appear. Use the Control Pad to select the appropriate characters and the A button to enter them.

After you enter the password correctly, press **Start** and the playoffs will resume where you left off.

ATLANTA

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur	spd	scrmblg
QB1	12	70	8	5	5
QB2	10	1		3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	24	7	8	7	8
HB2	44	6	6	6	
FB	43	6	5	5	8

Receivers

	no	spd	catch	brk tckl	quick
WR1	80		11	9	
WR	81	5	10		10
WR3	86	7	12	8	7
WR4	89	6	8	4	5
TE1	45	7	8		
TE2	83	8	5	3	4

Offensive Line

	no	bs	pass block	run block
T	78	299	12	9
G	69	295	9	8
C	64	284	9	9
RG	79	281	9	10
RT	75	300	10	10

Defensive Line

	no	spd	tckl	agil	pursu
LE	99	6	9	7	7
NT	94	5	6	5	5
RE	76	4	6	5	4

Linebackers

	no	spd	tckl	agil	awar
LOLB	54	9	7	8	8
LILB	59	7	9	8	8
RILB	59	5	11	7	8
ROLB	96	8	5	6	8
PLB	52	5	7	8	8

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	46	11	9	9	11
FS1	28	12	9	11	12
RCB1	21	14	8	12	14
LCB1	24	15	10	11	15
RCB2	37	8	12	8	8
LCB2	27	7	9	8	7
FS2	32	8	11	9	9

Special Teams

	no	range	accur
K	9	7	7
P	1	12	

	no	speed	agil	break tackl
KR	21	8	8	8
PR	21	8	8	7

BUFFALO

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur	spd	scrmblg
QB	7	12	8	3	3
QB2	14	4	4	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	34	85	85	84	89
HB2	33	80	81	89	80
FB	45	72	82	86	84

Receivers

	no	spd	catch	brk tckl	quick
WR	80	93	90	87	89
WR2	83	86	92	87	
WR3	82	87	85	84	86
WR4	85	86	86	83	80
TE1	84	84	85	84	86
TE2	88	85	85	82	85

Offensive Line

	no	bs	pass block	run block
T	68	289	87	87
G	61	272	84	83
C	66	282	86	82
RG	74	301	90	89
RT	75	295	90	90

Defensive Line

	no	spd	tckl	agil	pursu
LE	96	84	90	85	85
NT	90	80	88	86	87
RE	88	86	90	87	87

Linebackers

	no	spd	tckl	agil	awar
LOLB	97	88		89	89
LILB	58	84	89	83	84
RILB	94	84		85	83
ROLB	96	89	82	88	89
PLB	93	83	84	83	84

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	46	92		84	82
FS1	28	88			
RCB	24	92		84	84
LCB1	41	92		84	82
RCB2	26	86	86	86	86
LCB2	32	86	86	86	86
FS2	27	86	86	86	86

Special Teams

	no	range	accur
K	9	87	87
P	9	86	86

	no	speed	agil	break tackl
KR	85	87	87	84
PR	82	86	86	84

CHICAGO

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur	spd	scrmblg
QB1	8	80	78	6	6
QB2	0	0		3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	22	84	84	80	84
HB2	8	84	84	84	84
FB	35	78	84	86	84

Receivers

	no	spd	catch	brk tckl	quick
WR1	82	89	89	86	88
WR2	88	84	84	84	85
WR3	89	83	84	84	84
WR4	88	83	84	84	83
TE1	86	86	84	82	84
TE2	86	86	83	82	84

Offensive Line

	no	bs	pass block	run block
T	70	279	83	89
G	62	272	83	84
C	63	280	84	80
RG	65	269	83	86
RT	78	284	80	86

Defensive Line

	no	spd	tckl	agil	pursu
LE	93	86	84	84	84
NT	92	84	84	84	84
RE	85	83	84	84	84

Linebackers

	no	spd	tckl	agil	awar
OLB	49	88	84	84	82
LILB	58	84	84	84	84
RILB	56	84	84	84	84
ROLB	55	84	84	84	84
PLB	51	84	84	84	84

Defensive Backs

	no.	spd	tckl	pass cov	interc
SS	48	90	92	91	90
FS1	20	91	92	91	91
RCB1	32	94	93	92	94
LCB1	21	91	93	91	91
RCB2	26	88	93	87	88
LCB2	37	88	92	88	88
FS2	36	89	91	89	89

Special Teams

	no	range	accur
K	6	84	84
P	8	84	84

	no	speed	agil	break tackl
KR	29	90	90	84
PR	22	88	88	87

[illegible]

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur	spd	scrmblg
QB	8	89	89	84	84
QB2	5	80	88	83	83

Running Backs

	no	spd	agil	brk tckl	hnds
HB	78	92	91	90	87
HB2	70	85	86	85	89
FB	44	87	86	86	87

Receivers

	no	spd	catch	brk tckl	quick
WR1	81	89	87	86	87
WR2	85	89	88	85	87
WR3	86	85	84	82	84
WR4	80	86	83	81	84
TE1	82	86	88	83	84
TE2	84	85	85	81	85

Offensive Line

	no	bs	pass block	run block
T	78	293	94	93
G	62	281	90	89
C	64	271	90	89
RG	73	287	90	89
RT	63	288	90	89

Defensive Line

	no	spd	tckl	agil	pursu
LE	96	88	90	86	86
NT	69	80	90	88	88
RE	98	87	86	86	86

Linebackers

	no	spd	tckl	agil	awar
OLB	50	88	88	88	87
LILB	59	85	88	84	84
RILB	87	84	86	83	83
ROLB	94	86	85	87	87
PLB	52	83	83	83	84

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	33	90	87	89	90
FS1	29	86	86	88	88
RCB1	22	89	86	88	89
LCB1	25	87	86	86	87
RCB2	41	83	85	84	83
LCB2	32	85	87	84	85
FS2	27	86	87	85	88

Special Teams

	no	range	accur
K	3	87	89
P	11	88	88

	no.	speed	agil.	break tackl
KR	42	88	89	85
PR	32	85	85	89

CLEVELAND

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur	spd	scrambl
QB	19	11	12	4	4
QB2	17	0	4	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	28	7	7	7	7
HB2	33	6	6	4	11
FB	34	11	9	8	11

Receivers

	no	spd	catch	brk tckl	quik
WR1	84	8	9	5	7
WR2	86	4	6	2	5
WR3		9	5	2	4
WR4	21	4	4	2	2
TE1	81	6	5	7	3
TE2	89	3	4		4

Offensive Line

	no	tbs	pass blok	run blok
LT	66	289	7	3
LG	74	27	7	3
C	6	275	7	7
RG	68	304	10	6
RT	69	284	7	3

Defensive Line

	no	spd	tckl	agil	pursu
LE	90	6	4	5	6
LT	96	6	3	6	6
RT	97	6	9	8	9
RE	98	7	3		7

Linebackers

	no	spd	tckl	agil	awar
LLB	58	8	4		8
MLB	52	5	10	6	4
RLB	5	10		10	0
PLB	59	5	3	4	6

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	22	7	11	6	
FS1	29	8	11	8	8
RCB1	26	7	12	6	7
LCB	30	10	11	9	10
RCB2	35		1	4	5
LCB2	39	4	10	4	4
FS2	37	4	10	3	4

Special Teams

	no	range	accur
K	3	12	8
P	1	10	7

	no	speed	agil	break tackl
KR	21	8	8	0
PR	21		9	2

DALLAS

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur	spd	scrambl
QB	8	9	12	3	7
QB2	7	3	8	3	4

Running Backs

	no	spd	agil	brk tckl	hnds
HB	22	15	15	15	4
HB2	33	5	5	4	8
FB	48	4	4	5	10

Receivers

	no	spd	catch	brk tckl	quik
WR1	88	7	13	9	14
WR2	80		6	3	6
WR3	83	9	5	3	5
WR4	81	11	6	2	5
TE1	84	6	8	5	6
TE2	86	3	6	2	6

Offensive Line

	no	tbs	pass blok	run blok
LT	7	293	8	5
LG	66	3..	11	8
C	53	271	8	5
RG	63	283	8	5
RT	61	322		8

Defensive Line

	no	spd	tckl	agil	pursu
LE	92		8	9	6
LT	75	6		5	6
RT	67		5		8
RE	77	7	7	7	8

Linebackers

	no	spd	tckl	agil	awar
LLB	51	9	7	8	9
MLB	55	9	4	9	9
RLB	5		5	8	
PLB	59	6	5		

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	37	9	8	9	9
FS1	26		8		
RCB	24	8	8	9	8
LCB	30	10	8	11	10
RCB2	23	5		6	5
LCB2	29	5	9	5	5
FS2	36	3	9	3	3

Special Teams

	no	range	accur
K	1	11	5
P	4	7	9

	no	speed	agil	break tackl
KR	8	15	14	10
PR	83	13	12	6

DETROIT

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur	spd	scrambl
QB1	7	12	9	6	6
QB2	11	0	2	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	28	14	14	12	5
HB2	33	8	9	4	6
FB	30	7	7	6	10

Receivers

	no	spd	catch	brk tckl	quik
WR1	83	8	7	4	7
WR2	90	12	6	4	6
WR3	82	3	5	2	4
WR4	85	9	5	2	4
TE1	81	8	5	2	5
TE2	88	6	4	1	3

Offensive Line

	no.	tbs	pass blok	run blok
LT	62	299	7	6
LG	63	260	7	6
C	72	271	7	6
RG	67	267	7	6
RT	76	290	7	6

Defensive Line

	no	spd	tckl	agil	pursu
LE	91	5	6	6	6
NT	75	6	9	6	5
RE	90	6	7	7	6

Linebackers

	no	spd	tckl	agil	awar
LOLB	73	13	6	14	1
LMLB	56	10	9	9	9
RILB	77	14	8	15	14
ROLB	51	15	7	14	14
PLB	54	10	5	10	10

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	49	15	14	14	15
FS	27	15	13	15	15
RCB1	24	12	14	12	2
CB1	34	13	15	14	13
RCB2	28	9	14	10	9
LCB2	21	9	15	8	9
FS2	22	6	14	7	6

Special Teams

	no	range	accur
K	9	4	10
P	2	9	11

	no	speed	agil	break tackl
KR	41	10	9	4
PR	41	9	9	4

DETROIT

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur	spd	scrambl
QB1	12	5	8	3	3
QB2	9	4	10	4	4

Running Backs

	no	spd	agil	brk tckl	hnds
HB	20	15	15	15	
HB2	43	6	5	4	7
FB	42	6	5	4	8

Receivers

	no	spd	catch	brk tckl	quik
WR	80	4	5	2	5
WR2	8	3	4	1	1
WR3	86		4	1	4
WR4	84	4	2	0	1
TE1	5	3	2	0	2
TE2	46	3	2	0	2

Offensive Line

	no	lbs	pass blok	run blok
LT	75	28	13	8
LG	65	296	9	5
C	53	282	9	5
RG	67	285	9	5
RT	70	276	9	5

Defensive Line

	no	spd	tckl	agil	pursu
LE	90	8	9	7	8
NT	93	8	7	7	5
RE	92	8	9	8	8

Linebackers

	no	spd	tckl	agil	awar
LOLB	58	10	8	10	11
RILB	54	7	12	6	6
RMLB	96	5	6	6	6
ROLB	55	6	7	6	7
PLB	51	0	5	6	5

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	35	10	11	9	10
FS1	36	8	8	7	8
RCB1	24	7	10	6	7
LCB1	39	12	11	12	12
RCB2	25	5	9	5	5
LCB2	28	5	10	5	5
FS2	37	4	9	4	4

Special Teams

	no	range	accur
K	3		4
P	6	9	13

	no.	speed	agil	break tackl
KR	23	14	15	11
PR	23	14	15	11

GREEN BAY

PLAYER RATINGS

Quarterbacks

	no	pass angle	pass accu	spd	scramblg
QB1		4		4	4
QB2	18	4	8	4	4

Running Backs

	no	spd	agil	trk ckl	hnds
HB1	33	6	7	5	
HB2	40	4	5	4	9
FB	39	8	7	7	

Receivers

	no	spd	catch	brk tckl	quick
WR1	84	6	9	4	
WR2	8	6	6		
WR3	18	6	7		3
WR4	85	7	4		3
TE1	80	4	4		4
TE2	86	3	4	0	2

Offensive Line

	no.	lbs	pass blok	run blok
LT	75	286	7	4
LG	57	280	7	4
C	62	278	7	4
RG	65	305	7	4
RT		295		4

Defensive Line

	no	spd	tckl	agil	pursu
LE	62	6	3	6	5
NT	98		5	6	6
RE	4	6	3	6	

Linebackers

	no	spd	tckl	agil	awar
OLB	90	12	10	13	14
MLB	9		10	10	9
RLB	56	8	4	9	9
KOLB	95	3	4	4	14
PLB	54	9	8	9	8

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	38	9	9	9	9
FS1	26	11	9	10	10
RCB	30	11	9	9	11
LCB1	25	10	8	9	10
RCB2	22	5	4	4	5
CB3	27		9	6	
SS	24	5	9		

Special teams

	no	range	accur
K	13	10	9
P		7	

	no	speed	agil	break tackl
KR	88			8
PR	84			

HOUSTON

PLAYER RATINGS

Quarterbacks

	no	pass angle	pass accur	spd	scramblg
QB1	1	15	11	4	4
QB2	14	0	11	3	3

Running Backs

	no	spd	agil	trk tckl	hnds
HB	44	8	6	6	7
HB2	33	4	4	4	8
FB	20	3	4	3	7

Receivers

	no	spd	catch	brk tckl	quick
WR	84	6	7	4	6
WR2	80	5	7	4	6
WR3	8	9	10	6	6
WR4	81	8	5	2	4
TE	88		5	4	4
LS	68		4	4	6

Offensive Line

	no.	lbs	pass blok	run blok
LT	8	290	11	8
LG	63	284	7	8
C	74	291	15	13
RG	5	286		8
RT	73	34		8

Defensive Line

	no.	spd	tckl	agil	pursu
LE	95	12	10	13	12
NT	9	8	12	8	8
RE	99	4	9	6	4
	96	10		10	

Linebackers

	no	spd	tckl	agil	awar
LB	8	8	0	6	6
MLB	54	9	4	9	9
RLB	9	8	5	8	8
PLB	53	9	5	9	8

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	25	9	9	12	13
FS	6	12	8	12	7
RCB1	35	12	9	11	7
LCB1	28	9	9	9	9
RCB2	23	5	9	5	
LCB2	29	6	10	5	6
SS	38	9	9	6	5

Special teams

	no	range	accur
K	6	3	8
P	9	10	0

	no	speed	agil	break tackl
KR	8	9	8	
PR	87	6	6	7

INDIANAPOLIS

PLAYER RATINGS

Quarterbacks

	no	pass angle	pass accu	spd	scramblg
QB1	11	9	11	3	3
QB2	7	6	8	4	4

Running Backs

	no	spd	agil	trk tckl	hnds
HB	32	5	6	4	7
HB2	20	4	4	5	6
FB	23	3	4	7	6

Receivers

	no	spd	catch	brk tckl	quick
WR	84	5	7	3	5
WR2	80	4	6	4	
WR3	85	5	5	2	4
WR4	84	3	4	1	2
TE	88	5	7	6	4
TE2	8	4	7	6	7

Offensive Line

	no	lbs	pass blok	run blok
LT	7	309	6	4
LG	9	315	6	4
C	53	30	6	4
RG	66	28	6	4
RT	4	306	6	4

Defensive Line

	no	spd	tckl	agil	pursu
LE	76	6	7	8	5
NT	62	8	6	8	9
RE	48		6	8	

Linebackers

	no	spd	tckl	agil	awar
OLB	6	4	6	6	
MLB	54	7	13	8	7
RLB	97	4	8	5	6
ROLB	56	0	10	9	7
PLB	55		8	6	

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	36	8	15	8	8
FS	39	8	15	8	8
RCB	38	9	15		8
LCB1	3		15		
RCB2	24	7	14	7	
LCB2	31	7	15	7	7
FS2	42	2	15	2	2

Special teams

	no	range	accur
K	4		7
P	3	7	

	no	speed	agil	break tackl
KR	83		6	3
PR	83	8	8	1

KANSAS CITY

PLAYER RATINGS

Quarterbacks

	no	pass angle	pass accur	spd	scramblg
QB1	17	8	12	4	4
QB2	3	7	13	3	

Running Backs

	no	spd	agil	trk tckl	hnds
HB	33			9	
HB2	44	8	9	8	8
FB	35	3	4	12	3

Receivers

	no	spd	catch	brk tckl	quick
WR	83		7	3	5
WR2	8	4	5	2	4
WR3	84	6	5	2	3
WR4	85	6	4	2	3
TE1	85	3	3		3
TE2	86	5	4	2	3

Offensive Line

	no	lbs	pass blok	run blok
LT	78	295	15	12
LG	79	276		7
C	6	299	11	
RG	7	305	11	
RT	4	305	11	

Defensive Line

	no	spd	tckl	agil	pursu
LE	90	10	11	8	9
NT	9	5	11	7	7
RE	6		8		

Linebackers

	no	spd	tckl	agil	awar
OLB	5	7	8	11	10
MLB	54	8	5	8	
RLB	58	7	8	12	12
PLB	52	6	4	6	

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	27	7	0	6	
FS	20	0	0	1	0
RCB	1	8		8	8
LCB	29	8	9	9	
RCB2	39	6	11	4	4
LCB2	24		9	6	
FS2	34	6	9	4	6

Special teams

	no	range	accur
K	8	5	3
P	4		4

	no	speed	agil	break tackl
KR	44	10	9	6
PR	25	8	6	1

LOS ANGELES

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scrmblg
QB1	11		9	3	3
QB2	14	D	5	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	39	8	8	7	10
HB2	43	5	5	4	8
FB	22	3	4	3	7

Receivers

	no	spd	catch	brk tckl	quik
WR	80	11	0	7	10
WR2	83	11	7	4	7
WR3	84	9	5	3	4
WR4	82	8	4	2	4
TE1	87	6	7	4	5
TE2	86	3	6	3	4

Offensive Line

	no	lbs	pass blok	run blok
LT	64	306	10	8
LG	71	276	10	8
C	61	300	10	8
RG	66	286	0	8
RT	8	284	10	8

Defensive Line

	no	spd	tckl	agil	pursu
LE	97	5	3	5	6
LT	95	5	3	5	6
RT	90	5	8	6	6
RE	9	6	5	7	6

Linebackers

	no	spd	tckl	agil	awar
LLB	53	6	5	7	7
MLB	52	9	10	9	8
RLB	58	9	4	8	9
PLB	54	5	3	7	6

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	26	7	8	6	7
FS1	23	5	8	5	5
RCB1	4	8	7		8
LCB1	20	9	7	9	9
RCB2	27	9	9	9	9
LCB2	21	9	7	9	
FS2	37	7	7	7	7

Special teams

	no	range	accur
K	0	7	15
P	6	4	7

	no	speed	agil	break tackl
KR	82	8	8	4
PR	82	9	10	4

MIAMI

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scrmblg
QB1	13	13	10	3	3
QB2	9	D	8	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	44	10	8	8	3
HB2	21	11	11	11	6
FB	34	3	4	3	6

Receivers

	no	spd	catch	brk tckl	quik
WR1	85	10	11	7	11
WR2	83	10	11	7	11
WR3	49	3	8	4	8
WR4	61	8	7	5	7
TE1	80	5	5	2	6
TE2	84	8	6	3	5

Offensive Line

	no	lbs	pass blok	run blok
LT	78	298	14	12
LG	69	305	14	12
C	65	285	11	9
RG	61	308	11	9
RT	74	296	11	9

Defensive Line

	no	spd	tckl	agil	pursu
LE	95	7	4	7	7
NT	99	7	4	7	6
RE	91	8	7	8	9

Linebackers

	no	spd	tckl	agil	awar
LOLB	92	9	8	10	9
LILB	56	5	5	6	8
RILB	93	5	7	5	4
ROLB	54	9	3	9	9
PLB	51	6	6	7	6

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	26	8	2	6	8
FS1	25	9	0	10	9
RCB1	43	5	0	5	5
LCB1	24	4	11	5	4
RCB2	36	1	12	3	
LCB2	32	2	11	2	2
FS2	45	5	10	4	5

Special teams

	no.	range	accur
K	10	10	13
P	4	15	10

	no	speed	agil	break tackl
KR	34	7	8	4
PR	82	8	9	4

MINNESOTA

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scrmblg
QB1	18	7	11	5	5
QB2	11	2	8	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	35	10	11	9	4
HB2	21	11	10	9	4
FB	46	6	6	6	6

Receivers

	no	spd	catch	brk tckl	quik
WR	81	3	5	2	4
WR2	80	6	9	4	8
WR3	84	5	4	1	2
WR4	8	3	3	0	3
TE1	83	4	6	3	4
TE2	88	3	3	0	3

Offensive Line

	no	lbs	pass blok	run blok
LT	65	282	14	11
LG	64	271	14	11
C	63	283	10	7
RG	69	286	10	7
RT	76	295	10	7

Defensive Line

	no	spd	tckl	agil	pursu
LE	99	5	8	6	6
LT	93	0	0	0	8
RT	91	7	7	9	9
RE	90	7	12	8	8

Linebackers

	no	spd	tckl	agil	awar
LLB	55	8	9	8	8
MLB	50		8	8	8
RLB	5	9	11	8	
PLB	81	7	4	8	7

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	37	8	1	3	15
FS	25	9	1	4	13
RCB	48	12	11	2	12
LCB1	39	11	11	8	11
RCB2	26	9	10	12	9
LCB2	38	6	10	6	6
FS2	22	8	11	7	8

Special teams

	no	range	accur
K	7	5	7
P	18	15	7

	no	speed	agil	break tackl
KR	20	11	11	7
PR	87	9	8	3

NEW ENGLAND

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scrmblg
QB1	7	10	10	8	8
QB2	13	7	7	7	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	12			9	7
HB2	24	8	5	4	7
FB	44	5	8	4	9

Receivers

	no	spd	catch	brk tckl	quik
WR	10	8	9	6	8
WR2	86	8		4	5
WR3	80	2	5	3	5
WR4	81	8	4	1	5
TE1	85	5	10	5	8
TE2	87	3	4	1	4

Offensive Line

	no.	lbs	pass blok	run blok
LT	78	284	10	8
LG	76	285	8	4
C	74	280	8	4
RG	75	294	8	4
RT	77	290	8	4

Defensive Line

	no	spd	tckl	agil	pursu
LE	96	6	8	7	5
NT	66		3	5	6
RE	90	7	5	7	6

Linebackers

	no	spd	tckl	agil	awar
LOLB	56	9		9	8
LILB	51	4	6	5	3
RILB	58	8	12	8	6
ROLB	55	5	6	8	6
PLB	52	8	4	4	3

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	4		6	6	
FS1	48	8	6	8	8
RCB*	36	8	5	9	9
LCB1	37	10	8	10	8
RCB2	22	4	6	3	4
LCB2	21	7	6	8	7
FS2	28	5	8	6	5

Special teams

	no	range	accur
K	4	0	4
P	11	6	

	no	speed	agil	break tackl
KR	24	8		6
PR	36	8	8	7

NEW JERSEY

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scramblg
QB1	7	11	10	4	4
QB	11	0	5	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	32	2	12	1	8
HB2	24		8		
FB	40	11	11	10	1

Receivers

	no	spd	catch	brk tckl	quick
WR1	82		1	1	9
WR2	83	8	10	5	9
WR3	81	8	8	5	9
WR4	80	5	5	2	5
TE1	84	3	4		4
TE2	86				

Offensive Line

	no	hbs	pass blck	run blck
LT	69	291	1	
LG	66	284		
C	65	285		
RG	60	289		
RT	75	29.		3

Defensive Line

	no	spd	tckl	agil	pursu
LE	97	8	7	8	8
NT	94		6	5	5
RT	90	8	8	7	
RE	56	10	8	9	9

Linebackers

	no	spd	tckl	agil	awar
LB	57	8	1	8	8
MLB	59		12		8
RLB	58	8	4		6
PLB	55	9	7	8	7

Defensive Backs

	no	spd	tckl	pass cov	intercp
SS	48	5		5	5
FS1	32		6	8	
RCB1	40	8	8	8	8
LCB1	33	9	7	9	10
RCB2	31	9	6	7	7
LCB2	45			2	1
FS2	35	7	6	4	3

Special teams

	no	range	accur
K	5	0	6
P	8	8	5

	no	speed	agil	break tackl
KR	8	10	9	6
PR	8	6		

NEW ORLEANS

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scramblg
QB1	3	5	10	4	4
QB2	4	5	9	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB	25	3	9	8	6
HB2	22	8		8	8
FB	30	2	3	9	8

Receivers

	no	spd	catch	brk tckl	quick
WR1	84	6	8	5	6
WR2	88	9	9	6	9
WR	89	0	6	3	5
WR4	80	4	4	1	3
TE	82	4	4	2	5
TE2	85	3	4	1	4

Offensive Line

	no	hbs	pass blck	run blck
LT	74	284	10	
LG	72	298	10	9
C	63	252	10	9
RG	70	289	10	5
RT	67	278	10	8

Defensive Line

	no	spd	tckl	agil	pursu
LE	93	6	7	5	6
NT	94	8	8	8	7
RT	3	9	8	9	8

Linebackers

	no	spd	tckl	agil	awar
LOLB	5	8		15	15
LB	5	11	0	12	
MLB	99	10	4	12	11
RLB	56	13		15	5
PLB	52	7	5	0	9

Defensive Backs

	no	spd	tckl	agil	pursu
SS	39	2	3	12	12
FS1	20	14	14	14	14
RCB1	4	7	4	7	13
CB	26	13	15	4	3
RCB2	7	8	13	3	8
LCB1	4		15	0	
FS2	29	6	10	6	8

Special teams

	no	range	accu
K	5	0	6
P	6	7	6

	no	speed	spd	break tackl
KR	28	7	7	3
PR	22	4	5	1

NEW YORK

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scramblg
QB1	5	8	11	6	6
QB2	7	7	11	4	7

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	30	7	9	7	7
HB2	30	7	8	6	6
FB	28		8	9	9

Receivers

	no	spd	catch	brk tckl	quick
WR1	82	8	7	4	3
WR2	85	10	5	2	5
WR3	81	3	3	0	2
WR4	90	9	3	1	3
TE1	87	7	4	1	3
TE2	86	4	3	0	3

Offensive Line

	no	hbs	pass blck	run blck
LT	78	304	12	11
LG	66	28	2	8
C	65	285	9	8
RG	60	289	9	8
RT	72	295	9	8

Defensive Line

	no	spd	tckl	agil	pursu
LE	77	8	7	6	5
NT	74	5	8	6	4
RE	70	8	8	10	11

Linebackers

	no	spd	tckl	agil	awar
LOLB	56	13	8	13	13
ILB	99	9	5	9	9
RILB	52	14	11	15	14
ROLB	58	14	8	14	14
PLB	55	9	5	9	9

Defensive Backs

	no	spd	tckl	pass cov	intercp
SS	47	9	14	9	9
FS1	29	8	14	8	8
RCB1	28	11	13	12	11
LCB1	25	11	12	13	11
RCB2	23	8	13	5	6
SS2	31	8	14	6	4
FS2	35	5	12	4	5

Special teams

	no	range	accur
K	9	11	11
P	5	2	

	no	speed	agil	break tackl
KR	30	11	9	6
PR	30	10	9	5

OAKLAND

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scramblg
QB1	13	8	8	4	4
QB2	12	0	11	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	29	9	10	7	8
HB2	32	7	7	7	8
FB	35	7	8	8	8

Receivers

	no	spd	catch	brk tckl	quick
WR1	83	10	3	1	3
WR2	86	8	6	3	4
WR3	84	8	5	2	3
WR4	85	5	2	0	4
TE	88	5	1	3	5
TE2	87	3	3	0	4

Offensive Line

	no	lbs	pass blck	run blck
LT	90	296	0	8
LG	76	285	14	13
C	72	261	4	2
RG	65	290	13	11
RT	68	296	10	8

Defensive Line

	no	spd	tckl	agil	pursu
LE	94	6	6	12	7
NT	95	7	9	8	8
RT	93	7	9	8	10

Linebackers

	no	spd	tckl	agil	awar
LLB	50	6	8	10	10
MLB	50	4	10	4	6
RLB	54	5	6	6	4
PLB	58	5	5	6	4

Defensive Backs

	no	spd	tckl	pass cov	intercp
SS	42	4	9	3	2
FS1	33	6	10	11	10
RCB	43	3	10	0	3
CB	36	8	8	9	9
RCB	40	5	9	4	5
LCB2	43	6	9	5	6
FS2	25	4	9	5	4

Special teams

	no	range	accu
K	8	0	4
P	6	3	14

	no	speed	agil	break tackl
KR	85	6	6	
PR	8	12		

PHILADELPHIA

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scrmblg
QB1	12	11	10	8	12
QB2	9	7	10	4	4

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	34	9	8	9	9
HB2	32	7		6	
FB	47	8		8	9

Receivers

	no	spd	catch	brk tckl	quik
WR1	86	8	7	4	8
WR2	89		4	1	2
WR3	81	5	4	1	3
WR4	94	5	4		3
TE	88	4	5	2	3
TE2	85	8	2	0	2

Offensive Line

	no	lbs	pass blck	run blck
LT	3	280	6	8
LG	9	290	6	7
C	72	275	6	8
RG	6	288	6	8
RT	77	326	6	8

Defensive Line

	no	spd	tckl	agil	purs.
LE	92	11	8	13	13
NT	74	6	4	5	6
RT	99	8	8	10	8
RE	86	10	8	12	12

Linebackers

	no	spd	tckl	agil	awar
LLB	59	14	6	15	15
MLB	56	10	6	9	
RLB	55	10	5	9	10
PLB	5	7	3	13	11

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	20	11	14	7	
FS1	48	15	14	15	15
RCB1	21	10	15	4	1
LCB1	26	11	15	12	11
RCB2	30	9	14	9	8
LCB2	39	9	15	10	10
FS2	42	7	15	8	7

Special teams

	no	range	accur
K		8	4
P		9	

	no	speed	agil	break tackl
KR	27		10	8
PR	80	7	8	3

PHOENIX

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scrmblg
QB1	3	10	8	6	8
QB2	17	0	7	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	39	6	9	8	3
HB2	4	5	5	4	9
FB	34	6	7	7	7

Receivers

	no	spd	catch	brk tckl	quik
WR1	87	8	8	3	6
WR2	88	8	8	4	7
WR3	81	4			4
WR4	80	8	3	0	3
TE	85	4		0	2
TE2	89	7	3	0	3

Offensive Line

	no	lbs	pass blck	run blck
LT	6	295	8	
LG	68	295	8	
C	64	304	8	
RG	61	291	8	7
RT	60	309	8	

Defensive Line

	no	spd	tckl	agil	purs.
LE	94	6	7	6	6
NT	66	5	2	5	5
RE	98	7	2	6	8

Linebackers

	no	spd	tckl	agil	awar
LOLB	50	4	7	3	13
ILB	55	9	9	8	9
RILB	52	8	7	8	9
ROLB	56	3	8	14	14
PLB	54	8	4	8	8

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	46	7	4		4
FS	38	8	15	8	8
RCB	29	9	14	9	9
LCB1	35	8	14		8
RCB2	27	5	14	5	5
LCB2	40	4	14		4
FS2	6	5	5	5	5

Special teams

	no	range	accur
K		9	8
P	16	15	7

	no	speed	agil	break tackl
KR		11		
PR	80	8	8	4

PITTSBURGH

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scrmblg
QB1	8	4	8	3	3
QB2	14	6	9	4	4

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	29	10	8	8	3
HB2	34	4	4	4	8
FB	33	10	10	9	9

Receivers

	no	spd	catch	brk tckl	quik
WR1	83	8	7	4	5
WR2	20	14	6	4	5
WR3	87	7	4	1	3
WR4	89	8	5	1	5
TE1	86	8	6	3	5
TE2	84	5	4	1	4

Offensive Line

	no	lbs	pass blck	run blck
LT	65	289	7	4
LG	67	286	7	4
C	63	274	10	7
RG		295		4
RT	72	295		4

Defensive Line

	no	spd	tckl	agil	purs.
LE	97	6	8	6	5
NT	98	8	8	6	6
RE	93	9	6	9	9

Linebackers

	no	spd	tckl	agil	awar
LOLB	53	8	8	7	8
LILB	54	7	9	5	5
RILB	50	4	6	6	4
ROLB	95	11	8	11	9
PLB	57	10	8	10	10

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	37	5	7	5	6
FS	27	6	8	9	8
RCB1	26	8	8	9	8
LCB1	24	7	7	8	7
RCB2	44	3	6	3	3
LCB2	43	5	7	3	5
FS2	22	3	8	2	3

Special teams

	no	range	accur
K	7	11	5
P	3	7	8

	no	speed	agil	break tackl
KR	26	9	10	6
PR	26	11	11	5

SAN DIEGO

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accu	spd	scrmblg
QB1	17	9	8	3	3
QB2	18	0	3	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	82	12	11	11	8
HB2	33	10	11	9	11
FB	35	11	12	10	8

Receivers

	no	spd	catch	brk tckl	quik
WR	83	7	5	3	6
WR2	81	6	5	2	3
WR3	31	3	4	1	3
WR4	80	3	3	0	3
TE1	89	3	4	0	3
TE2	88	3	3	0	4

Offensive Line

	no	lbs	pass blck	run blck
LT	6	292	7	3
LG	77	305	7	3
C	53	282	10	6
RG	65	310	7	3
RT	76	296	7	3

Defensive Line

	no	spd	tckl	agil	purs.
LE	94	5		5	5
NT	90	5	10	4	5
RE	75	6		6	
RE	92	6	10	6	6

Linebackers

	no	spd	tckl	agil	awar
LOLB	55	3	2	1	2
MLB	54		4		0
RLB	81		5	0	17
PLB	5	6	6	6	

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	29	8	9	9	8
FS	24	6	8	8	8
RCB	25	6	9	6	6
LCB1	22	7	8	10	7
RCB2	37	5	8	4	5
LCB2	28	4	8	4	4
FS2	23	5	8	4	5

Special teams

	no	range	accur
K	3	11	3
P	0	7	9

	no	speed	agil	break tackl
KR	81	14	14	9
PR	8	7	13	6

SEATTLE

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur	spd	scrmblg
QB1	8	6	12	7	7
QB2	8	6	12	7	7

Running Backs

	no	spd	agil	brk tckl	hnds
HB1	30	10	6	6	7
HB2	35	9	8	7	5
FB	44	5	7	5	9

Receivers

	no	spd	catch	brk tckl	quik
WR1	80	10	12	8	12
WR2	82	10	10	7	9
WR3	89	8	8	6	8
WR4	84	9	9	5	9
TE1	81	5	5	3	5
TE2	81	5	5	3	5

Offensive Line

	no	lbs	pass blok	run blok
LG	82	285	12	8
C	81	280	9	5
RG	79	280	9	5
RT	74	277	9	5

Defensive Line

	no	spd	tckl	agil	pursu
LE	78	6	7	7	5
NT	95	4	7	4	5
RE	75	6	8	5	5

Linebackers

	no	spd	tckl	agil	awar
LOLB	94	10	5	13	13
LILB	58	11	5	8	10
RILB	99	8	8	5	5
ROLB	53	10	7	10	10
PLB	52	8	5	9	10

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	40	10	13	10	10
FS1	22	11	11	10	11
CB1	26	8	11	5	6
CB2	25	8	11	5	6
FS2	31	8	13	8	6

Special teams

	no	range	accur
P	4	5	5

	no	speed	agil	break tackl
KR	35	11	10	6
PR	82	9	9	8

PUM NOBUD

PUSNDOHF

TAMPA BAY

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur	spd	scrmblg
QB1	14	8	7	4	4
QB2	14	8	7	4	4

Running Backs

	no	spd	agil	brk tckl	hnds
HB	21	10	10	3	6
HB	30	6	6	5	6
FB	20	6	5	4	7

Receivers

	no	spd	catch	brk tckl	quik
WR1	80	8	8	3	8
WR2	88	8	8	4	8
WR3	81	8	8	4	8
WR4	83	8	8	4	8
TE1	80	4	4	2	2
TE2	89	4	2	0	2

Offensive Line

	no	lbs	pass blok	run blok
LT	78	280	8	5
LG	76	278	5	2
C	66	264	5	2
RG	66	310	5	2
RT	70	299	5	2

Defensive Line

	no	spd	tckl	agil	pursu
LE	79	7	6	6	6
NT	96	5	8	5	6
RE	75	7	6	6	6

Linebackers

	no	spd	tckl	agil	awar
LOLB	55	8	6	7	7
MLB	55	7	8	7	7
ROLB	58	8	7	7	7
PLB	52	8	6	8	8

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	23	8	13	8	8
FS1	23	8	13	8	8
CB1	41	8	11	8	6
CB2	41	8	11	8	6
FS2	40	8	12	8	8

Special teams

	no	range	accur
K	1	1	10
P	4		

	no	speed	agil	break tackl
KR	40	9	8	3
PR	87		9	

WASHINGTON

PLAYER RATINGS

Quarterbacks

	no	pass range	pass accur	spd	scrmblg
QB1	10	8	8	3	3
QB2	10	8	8	3	3

Running Backs

	no	spd	agil	brk tckl	hnds
HB	21	10	10	3	6
HB	30	8	8	5	6
FB	37	8	7	6	7

Receivers

	no	spd	catch	brk tckl	quik
WR1	84	14	12	8	12
WR2	87	9	9	5	11
WR3	84	9	9	5	11
WR4	83	9	9	5	11
TE1	81	5	5	3	5
TE2	81	5	5	3	5

Offensive Line

	no	lbs	pass blok	run blok
LT	79	300	11	8
LG	66	298	11	8
C	54	259	11	8
RG	69	285	11	8
RT	74	300	11	8

Defensive Line

	no	spd	tckl	agil	pursu
LE	75	10	8	9	10
NT	98	5	8	5	7
RE	80	5	8	4	7

Linebackers

	no	spd	tckl	agil	awar
LOLB	50	8	15	15	5
MLB	54	10	4	10	11
ROLB	58	11	15	13	11
PLB	55	5	6	5	5

Defensive Backs

	no	spd	tckl	pass cov	interc
SS	26	12	13	10	12
FS1	27	14	13	13	14
CB1	39	8	8	8	8
CB2	41	8	8	8	8
FS2	41	8	11	8	6

Special teams

	no	range	accur
K	2	0	
P	4	4	10

	no	speed	agil	break tackl
KR	40	9	9	5
PR	87	9	9	8

MADDEN GREATS

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg
QB1	15	12	15	4	4
QB2	12	12	12	4	6

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	34	15	15	15	7
HB2	20	15	15	13	3
FB	44	15	15	13	6

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	80	14	12	6	14
WR2	21	15	11	6	12
WR3	84	7	11	4	7
WR4	84	7	11	5	7
TE1	25	8	9	5	9
TE2	89	9	9	6	9

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	78	265	14	12
LG	63	255	14	12
C	52	251	15	12
RG	73	249	12	11
RT	66	253	11	9

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	92	13	12	13	12
LT	75	11	9	12	12
RT	54	8	13	9	9
RE	95	12	11	13	14

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	89	15	12	14	15
MLB	58	15	12	15	15
RLB	56	13	12	12	14
PLB	83	12	12	12	14

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	42	15	15	15	15
FS1	32	15	14	14	15
RCB1	47	13	15	14	13
LCB1	28	13	7	13	13
RCB2	24	15	12	15	15
LCB2	22	11	15	10	11
FS2	45	15	12	14	15

Special teams

	no.	range	accur.
K	7	11	15
P	8	10	12

	no.	speed	agil.	break tackl.
KR	38	15	15	11
PR	81	11	10	5

MIAMI 72

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg
QB1	12	2	8	3	3
QB2	15	5	8	4	4

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	22	14	15	14	5
HB2	21	10	10	9	6
FB	39	15	15	14	6

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	42	12	4	2	5
WR2	81	10	3	1	2
WR3	86	9	3	0	2
WR4	82	13	2	0	1
TE1	80	4	2	0	3
TE2	88	7	2	0	3

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	79	266	11	9
LG	67	248	14	12
C	62	250	11	9
RG	66	266	14	12
RT	73	251	11	9

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	83	7	10	7	8
LT	75	5	10	5	6
RT	72	5	9	5	4
RE	84	10	15	9	9

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	59	15	6	15	15
MLB	85	12	12	12	14
RLB	57	14	4	15	14
PLB	51	12	3	11	11

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	13	15	15	15	15
FS1	40	12	15	13	12
RCB1	45	12	15	13	12
LCB1	26	14	15	14	14
RCB2	25	10	15	10	10
LCB2	58	6	14	6	6
FS2	49	9	14	8	9

Special teams

	no.	range	accur.
K	1	7	3
P	20	6	8

	no.	speed	agil.	break tackl.
KR	22	12	13	8
PR	23	11	10	5

NEW YORK 96

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg
QB1	11	11	8	4	4
QB2	17	0	3	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	20	15	15	15	4
HB2	22	6	7	5	6
FB	44	7	9	7	5

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	88	11	6	3	4
WR2	81	11	5	3	6
WR3	80	11	4	2	3
WR4	86	10	4	1	3
TE1	89	9	8	6	9
TE2	84	5	5	1	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	60	271	7	6
LG	67	270	7	6
C	65	265	7	6
RG	61	264	7	6
RT	63	284	7	6

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	75	8	8	9	8
NT	74	6	7	7	6
RE	70	12	11	12	12

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	58	13	9	14	13
LILB	55	8	9	9	9
RILB	53	9	7	8	9
ROLB	56	13	12	12	14
PLB	52	8	3	9	8

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	48	10	9	11	10
FS1	27	11	6	9	11
RCB1	23	12	6	12	12
LCB1	25	9	7	9	9
RCB2	34	7	7	6	7
LCB2	46	7	6	5	7
FS2	28	7	8	7	7

Special teams

	no.	range	accur.
K	2	9	6
P	5	15	10

	no.	speed	agil.	break tackl.
KR	86	8	10	5
PR	80	8	9	3

OAKLAND 76

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg
QB1	12	10	11	3	3
QB2	18	1	8	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	28	10	11	10	5
HB2	40	9	9	8	6
FB	30	15	15	14	5

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	21	15	11	6	12
WR2	25	7	11	5	7
WR3	49	10	6	2	6
WR4	81	11	5	2	5
TE1	87	8	9	5	9
TE2	46	9	4	2	4

Offensive Line

	no.	lbs.	pass blok.	run blok.
LT	78	265	14	12
LG	63	254	14	12
C	50	250	10	8
RG	64	270	10	8
RT	75	260	10	8

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	72	8	8	9	9
NT	74	7	8	5	6
RE	60	6	9	6	4

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	41	11	5	11	10
LILB	39	8	6	8	8
RILB	58	11	11	11	11
ROLB	83	9	7	10	10
PLB	42	5	4	5	5

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	43	11	13	10	11
FS1	32	11	12	11	11
RCB1	24	13	11	13	13
LCB1	26	11	12	12	11
RCB2	52	8	12	7	8
LCB2	20	7	13	6	7
FS2	47	9	11	8	9

Special teams

	no.	range	accur.
K	14	0	1
P	8	10	12

	no.	speed	agil.	break tackl.
KR	31	12	11	8
PR	20	12	10	5

DALLAS 77

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur	spd	scrmblg
QB1	12	9	10	5	5
QB2	11	0	2	3	3

Running Backs

	no.	spd	agil	brk. tckl	hnds
HB1	33	15	15	13	3
HB2	26	9	9	8	9
FB	44	13	11	12	6

Receivers

	no.	spd	catch	brk. tckl	quik
WR1	83	6	3	1	2
WR2	88	11	7	4	7
WR3	86	4	3	0	2
WR4	80	3	3	0	3
TE1	89	5	4	1	3
TE2	87	3	3	0	3

Offensive Line

	no.	lbs.	pass blok	run blok
LT	73	255	13	12
LG	63	250	9	8
C	62	259	11	10
RG	64	249	12	11
RT	67	296	9	8

Defensive Line

	no.	spd	tckl	agil	pursu
LE	72	11	10	10	11
LT	75	7	13	7	6
RT	54	8	13	8	8
RE	79	11	12	11	12

Linebackers

	no.	spd	tckl	agil	awar.
LLB	56	14	5	15	15
MLB	53	10	5	11	11
RLB	50	15	4	14	15
PLB	58	10	4	10	10

Defensive Backs

	no.	spd	tckl	pass cov.	interc.
SS	41	14	14	13	14
FS1	43	15	14	14	15
RCB1	25	11	15	10	11
LCB1	31	11	15	10	11
RCB2	42	8	15	8	8
LCB2	20	10	15	8	10
FS2	46	8	15	9	8

Special teams

	no.	range	accur.
K	1	9	2
P	11	6	5

	no.	speed	agil.	break tackl.
KR	86	13	13	6
PR	86	8	7	4

PITTSBURGH 78

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur	spd	scrmblg
QB1	12	9	8	4	4
QB2	15	0	1	3	3

Running Backs

	no.	spd	agil.	brk. tckl.	hnds
HB1	20	12	10	10	3
HB2	38	8	8	6	4
FB	32	14	14	14	6

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	82	12	7	3	7
WR2	86	7	11	4	7
WR3	86	6	3	0	2
WR4	83	3	2	0	3
TE1	84	6	5	2	3
TE2	89	7	3	1	2

Offensive Line

	no.	lbs	pass blok	run blok
LT	55	281	13	10
LG	57	256	11	8
C	62	249	16	12
RG	72	244	11	8
RT	74	241	11	8

Defensive Line

	no.	spd.	tckl	agil.	pursu.
LE	68	6	10	8	9
LT	75	11	9	12	12
RT	64	5	7	5	6
RE	76	8	7	8	8

Linebackers

	no.	spd.	tckl	agil.	awar.
LLB	59	15	12	14	15
MLB	58	15	12	15	15
RLB	51	11	5	12	11
PLB	56	10	4	11	10

Defensive Backs

	no.	spd.	tckl	pass cov.	interc.
SS	31	12	15	13	12
FS1	23	12	15	11	12
RCB1	47	13	15	14	13
LCB1	29	13	15	14	13
RCB2	30	7	15	8	7
LCB2	21	12	15	11	12
FS2	28	8	15	6	8

Special teams

	no.	range	accur.
K	10	5	1
P	5	7	7

	no.	speed	agil.	break tackl.
KR	30	14	14	11
PR	83	7	7	3

WASHINGTON 82

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur	spd	scrmblg
QB1	7	12	12	6	6
QB2	6	0	2	3	3

Running Backs

	no.	spd	agil.	brk. tckl	hnds
HB1	25	9	8	7	7
HB2	28	8	9	7	8
FB	44	14	15	12	4

Receivers

	no.	spd.	catch	brk. tckl	quik
WR1	81	7	9	5	8
WR2	87	15	11	8	11
WR3	80	15	5	3	5
WR4	89	3	5	2	5
TE1	85	6	7	4	5
TE2	88	3	5	2	5

Offensive Line

	no.	lbs.	pass blok	run blok
LT	62	285	8	7
LG	68	272	8	7
C	53	244	8	7
RG	63	255	8	7
RT	74	260	8	7

Defensive Line

	no.	spd	tckl	agil	pursu
LE	79	9	8	11	11
LT	65	7	11	7	7
RT	77	7	5	6	8
RE	72	12	9	12	12

Linebackers

	no.	spd	tckl	agil	awar.
LLB	55	13	5	14	14
MLB	52	10	5	12	11
RLB	57	13	4	12	14
PLB	51	10	4	9	10

Defensive Backs

	no.	spd	tckl	pass cov.	interc.
SS	23	10	12	11	10
FS1	29	12	13	12	12
RCB1	32	15	12	15	15
LCB1	45	15	12	14	15
RCB2	47	7	11	7	7
LCB2	82	7	12	8	7
FS2	22	8	13	6	8

Special teams

	no.	range	accur.
K	3	11	15
P	5	3	4

	no.	speed	agil.	break tackl.
KR	21	14	13	8
PR	21	8	9	4

SAN FRANCISCO 84

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur	spd	scrmblg
QB1	16	12	15	4	4
QB2	8	1	10	3	3

Running Backs

	no.	spd	agil.	brk. tckl	hnds
HB1	26	15	15	14	6
HB2	24	7	8	5	5
FB	33	12	11	9	12

Receivers

	no.	spd.	catch	brk. tckl	quik
WR1	87	11	9	5	9
WR2	88	13	9	5	8
WR3	83	14	5	3	5
WR4	85	9	6	3	5
TE1	89	6	6	4	5
TE2	81	7	6	3	5

Offensive Line

	no.	lbs	pass blok	run blok
LT	77	295	13	11
LG	68	265	11	9
C	56	266	11	9
RG	51	265	11	9
RT	71	230	11	9

Defensive Line

	no.	spd	tckl	agil	pursu
LE	65	7	8	7	8
NT	78	8	11	6	7
RE	76	8	9	7	9

Linebackers

	no.	spd	tckl	agil	awar.
LOLB	67	10	8	9	8
LILB	50	9	9	9	9
RILB	64	6	6	6	5
ROLB	58	9	4	9	9
PLB	90	5	5	3	4

Defensive Backs

	no.	spd	tckl	pass cov	interc
SS	27	11	7	12	11
FS1	22	12	7	12	12
RCB1	21	11	6	11	11
LCB1	42	13	7	13	13
RCB2	29	8	7	7	8
LCB2	43	8	6	8	9
FS2	49	7	7	7	7

Special teams

	no.	range	accur.
K	14	6	7
P	4	9	8

	no.	speed	agil.	break tackl.
KR	32	9	11	7
PR	43	11	12	7

CHICAGO 85

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg
QB1	9	7	9	6	6
QB2	4	2	7	4	4

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds
HB1	34	15	15	15	7
HB2	29	6	6	6	6
FB	26	9	8	8	7

Receivers

	no.	spd.	catch.	brk. tckl.	quik.
WR1	83	14	6	4	7
WR2	85	11	6	3	4
WR3	82	5	4	1	4
WR4	86	3	4	1	5
TE1	87	7	6	3	5
TE2	80	10	5	3	3

Offensive Line

	no.	hts.	pass blok.	run blok.
LT	74	271	13	12
LG	62	269	9	8
C	63	258	12	11
RG	57	281	9	6
RT	76	280	9	6

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	99	10	9	12	12
LT	76	9	12	8	9
RT	72	7	10	6	7
RE	95	12	11	13	14

Linebackers

	no.	spd.	tckl.	agil.	awar.
LLB	55	13	4	13	13
MLB	50	15	11	15	15
RLB	58	15	7	14	14
PLB	59	10	5	10	11

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	22	15	12	15	15
FS1	45	15	12	14	15
RCB1	21	15	13	15	15
LCB1	27	15	13	14	15
RCB2	23	7	13	7	7
LCB2	31	9	12	10	9
FS2	48	8	13	8	8

Special teams

	no.	range	accur.
K	6	7	13
P	8	10	10

	no.	speed	agil.	break tackl.
KR	89	15	15	11
PR	31	8	7	3

ALL MADDEN 92

PLAYER RATINGS

Quarterbacks

	no.	pass range	pass accur.	spd.	scrmblg
QB1	11	11	10	3	3
QB2	12	12	12	3	3

Running Backs

	no.	spd.	agil.	brk. tckl.	hnds.
HB1	20	15	15	15	7
HB2	34	15	15	14	9
FB	35	11	12	10	6

Receivers

	no.	spd.	catch	brk. tckl.	quik.
WR1	80	10	12	8	12
WR2	82	10	10	7	9
WR3	88	11	13	9	14
WR4	84	14	12	8	12
TE1	86	8	6	3	5
TE2	85	3	10	5	8

Offensive Line

	no.	hts	pass blok.	run blok.
LT	78	281	12	9
LG	61	269	11	8
C	62	291	14	10
RG	66	280	12	11
RT	75	315	10	8

Defensive Line

	no.	spd.	tckl.	agil.	pursu.
LE	92	11	9	13	13
NT	93	5	7	7	5
RE	96	10	8	12	12

Linebackers

	no.	spd.	tckl.	agil.	awar.
LOLB	57	14	7	15	15
LILB	59	14	6	15	15
RILB	54	7	12	6	6
ROLB	56	14	7	15	15
PLB	57	8	11	9	9

Defensive Backs

	no.	spd.	tckl.	pass cov.	interc.
SS	42	12	8	13	12
FS1	36	8	9	7	8
RCB1	28	15	13	15	15
LCB1	21	14	8	15	14
RCB2	26	8	8	9	8
LCB2	29	13	9	13	13
FS2	25	10	9	10	10

Special teams

	no.	range	accur.
K	7	15	11
P	8	13	14

	no.	speed	agil.	break tackl.
KR	23	14	15	11
PR	81	12	11	7

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